AD TOUCH TRACKER®

Operator's Manual

PN: 8000-1657-02

AD TOUCH TRACKER®

Operator's Manual

Version 1.0, Rev. A

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Before You Begin

The Operator's Manual explains the features, operation, and application of the TOUCH TRACKER. It explains the tasks that can be performed when using this product as part of your system.

In This Chapter

- How to Use This Manual
- Text Conventions
- Related Documents
- Support Services

How To Use This Manual

This manual is organized as follows:

- Chapter 1: *About Your New TOUCH TRACKER* describes the TOUCH TRACKER and its use. It also identifies buttons found on the keypad.
- Chapter 2: *Getting Started* describes the fields on the TOUCH TRACKER LCD. It also includes information about using the system lock, as well as how to set and change the password.
- Chapter 3: *Everyday Tasks* discusses how you use the TOUCH TRACKER to control cameras. This chapter also includes setting up shots, acknowledging alarms, and controlling auxiliaries, such as lights or locks.
- Chapter 4: *Utilities and Advanced User Tasks* describes system utilities that can be run from the TOUCH TRACKER. These utilities include setting the language, arming or disarming monitors, displaying the main menu of the switching system, calibrating the Tracker Ball, and displaying the firmware version.
- Appendix A: Software License

Text Conventions

This book uses text in different ways to identify different kinds of information.

italics	used for terms specific to TOUCH TRACKER and text that requires emphasis
`monospace`	used for LCD messages and prompts, as well as items that you select from the LCD menu
bold	used for names of buttons on the keypad, for example, **Mon**

Note Special notes appear in boxes like these.

Related Documents

If you cannot find the answers in this document about performing a specific task with your TOUCH TRACKER, refer to your system operation instructions. The system operation instructions provide information about the features, such as satellite sites and user login, that the TOUCH TRACKER supports. Keep in mind, however, that all features may not be implemented at your facility.

Contact your sales representative if you need additional copies of the Operator's Manual or any other support documentation. The document number for this manual is 8000-1657-02; use this number when ordering the manual.

Support Services

A variety of support services are available to help you get the most from your TOUCH TRACKER.

If you have a question about system operation, and you cannot find the answer in this document, consult with your supervisor. If your question has not been answered, you can contact Technical Support at the number found on the rear cover of this book.

CHAPTER 1

About Your New TOUCH TRACKER

This chapter describes the features of the TOUCH TRACKER. It also identifies the location of the buttons on the keypad, along with a brief description of their functions.

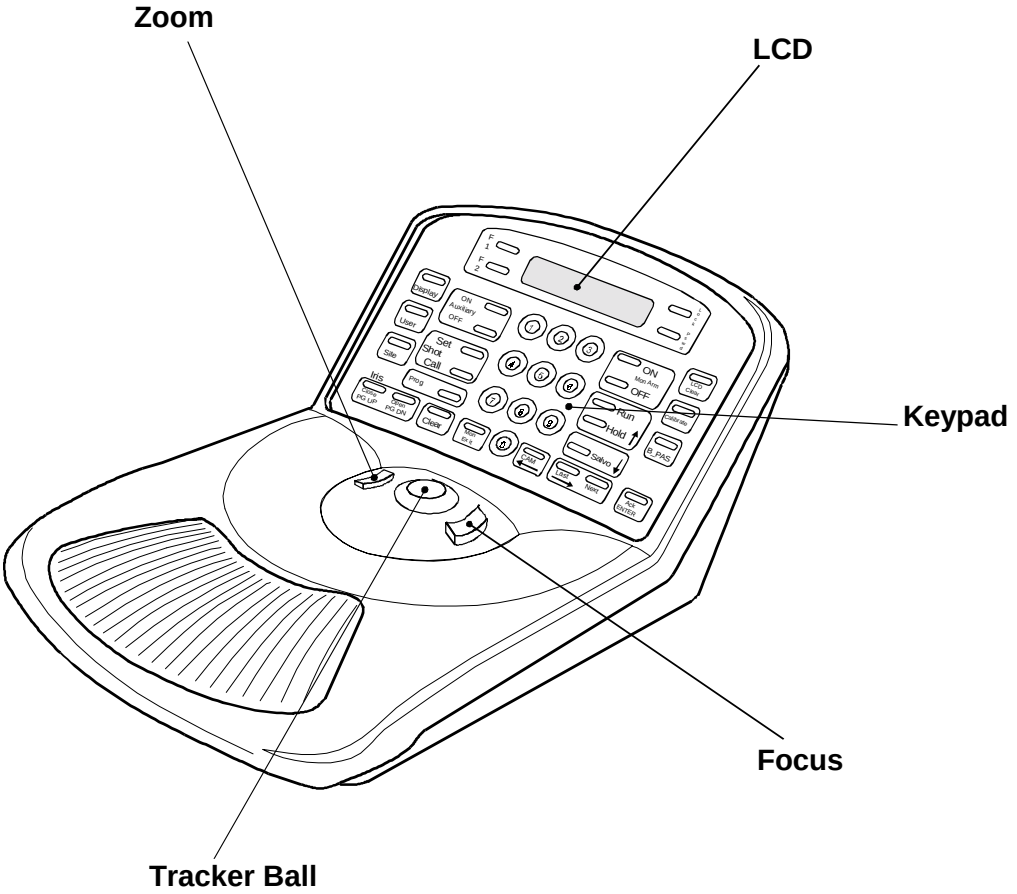
In This Chapter

- TOUCH TRACKER Features
- TOUCH TRACKER Keypad Overview

TOUCH TRACKER Features

The TOUCH TRACKER is a video control station that functions the same as the Model AD 2078 System Keyboard. It is compatible with all models of American Dynamics switches. It allows you to operate cameras installed around your facility. You can also control auxiliaries, such as lights and door locks, if your system is configured with those features.

The following illustration identifies the features of the TOUCH TRACKER:



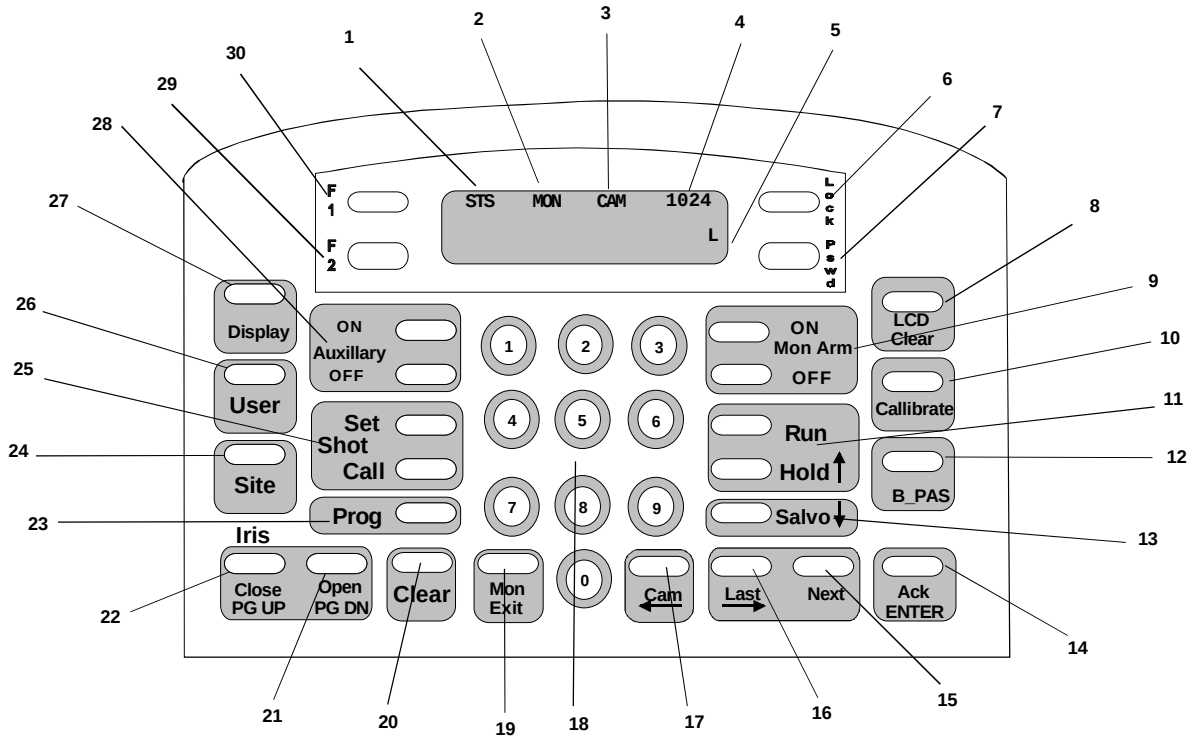
The *Tracker Ball* provides variable speed control of a camera's pan and tilt.

The *zoom* and *focus* buttons enable you to control a camera's zoom and focus.

The *keypad* enables you to call up video from individual cameras and control their pre-programmed movement. It also provides for camera iris control, auxiliary control, monitor selection, and the ability to clear alarms.

The *LCD* displays status information, the selected monitor and camera numbers, and system lock status. It also displays system prompts and messages.

TOUCH TRACKER Overview



1. ***Status field*** shows the status of the connected switching system. Refer to the appropriate operating instructions for additional information.
2. ***Monitor field*** shows the number of the monitor controlled by the TOUCH TRACKER.
3. ***Camera field*** shows the number of the camera controlled by the TOUCH TRACKER.
4. ***Entry field*** shows the numbers being entered on the keypad (see item 18).
5. ***Lock Status field*** shows the status of the system lock. If "L" appears, the lock is enabled; if blank, the lock is disabled.
6. **Lock** button toggles the state of the system lock when used with the password. Refer to Chapter 2 for specific instructions.
7. **Pswd** button sets or changes the system lock password. There are two types of passwords: Permanent and User Defined. Refer to Chapter 2 for specific instructions.

8. **LCD Clear** button refreshes the LCD after setting the password or performing calibration. Compare to Clear (see 20).
9. **Mon Arm On / Mon Arm Off** buttons are used to enable or disable system alarms from appearing on monitors. Refer to the appropriate operating instructions for specific instructions. This feature is under system lock protection.
10. **Calibrate** button is used to calibrate the Tracker Ball and set the LCD language. Refer to Chapter 4 for additional instructions.
11. **Run / Hold (↑)** buttons are used with predefined monitor tours. **Run** starts a monitor tour or universal (system) tour; **Hold** halts the tour. These buttons also operate during alarm tours. The Hold button also serves as the **Cursor Up** function during menu programming.
12. **B-PAS** button removes a selected camera's input from a monitor tour. This button also operates during alarm tours.
13. **Salvo (↓)** displays a pre-defined group (salvo) of camera inputs on a group of contiguous monitors, beginning with the currently selected monitor. Refer to the appropriate operating instructions for additional details. The Salvo button also serves as the **Cursor Down** function during menu programming.
14. **Ack (Enter)** button acknowledges system alarms. The TOUCH TRACKER will beep until the alarm is acknowledged. The Ack button also serves as the **Enter** function during menu programming.
15. **Next** button displays the next camera's input in a monitor tour that is currently on hold. This button also operates during an alarm tour.
16. **Last (→)** button displays the previous camera's input in a monitor tour that is currently on hold. This button also operates during alarm tours. The Last button also serves as the **Cursor Right** function during menu programming.
17. **Cam (←)** button calls a specified camera's input to the monitor that is currently controlled by the TOUCH TRACKER. Refer to Chapter 3 for specific instructions. The Cam button also serves as the **Cursor Left** function during menu programming.
18. **Numeric Keypad** is used to enter numbers associated with Monitors, Cameras, Passwords, and Users.
19. **Mon (Exit)** button calls a specified monitor to be controlled by the TOUCH TRACKER. Refer to Chapter 3 for specific instructions. The Mon button also serves as the **Exit** function during menu programming.
20. **Clear** button erases numbers entered on the numeric keypad (see 18) before pressing an action key, such as Cam, Mon, or Pswd. Compare to LCD Clear (see 8).
21. **Iris Open (PG-DN)** button allows more light into a camera controlled by the TOUCH TRACKER. Refer to Chapter 3 for additional details. The Iris Open button also serves as the **Page Down** function during menu programming.

22. **Iris Close (PG-UP)** button allows less light into a camera controlled by the TOUCH TRACKER. Refer to Chapter 3 for additional details. The Iris Close button also serves as the **Page Up** function during menu programming.
23. **Prog** button is used to program monitor tours and other system programming features. Refer to the system operating instructions for additional information. This button is under system lock protection.
24. **Site** button controls satellite systems. Refer to the system operating instructions for additional information.
25. **Shot Set / Shot Call** buttons create and display pre-defined scenes from a specified camera. The **Shot Set** button creates the pre-defined scenes and is under system lock protection. The **Shot Call** button displays the pre-defined scenes.
26. **User** button allows authorized users to log on to the system. Refer to the system operating instructions for additional details.
27. **Display** button is used to call up the main menu of the attached switching system. It also enables the use of the menu programming buttons. This button is under system lock protection.
28. **Auxiliary On / Auxiliary Off** buttons activate and deactivate features such as lights, locks, or alarms that can be controlled by the TOUCH TRACKER. Refer to Chapter 3 for additional information.
29. **F2** button is a function key whose use is determined by the system to which it is connected. Refer to the system operating instructions for additional information.
30. **F1** button is a function key whose use is determined by the system to which it is connected. Refer to the system operating instructions for additional information. The F1 button also serves to set the baud rate and display the firmware version of the TOUCH TRACKER. For information about setting the baud rate or displaying the firmware version, refer to Chapter 4.

CHAPTER 2

Getting Started

This chapter provides an overview of the fields displayed on the LCD. It tells you how to determine if the system lock is enabled, and it provides the instructions for setting the system lock. It also explains how to set or change the user defined password.

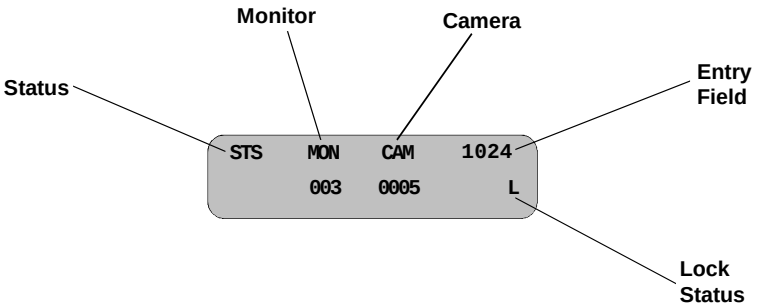
In This Chapter

- LCD Display Overview
- System Lock Feature
- Working with Passwords

LCD Display Overview

The TOUCH TRACKER display is a 2 line by 16 character back lit LCD (liquid crystal display). It serves the same purpose as the four LED displays on the AD2078 system keyboard. In addition, it provides a field for identifying the lock status of the system.

The LCD is divided into five functional areas: status, monitor, camera, entry field, and lock status. The following illustration provides an overview of the LCD.



Status (STS)	3-digit field that provides the current status of the connected switching system. Refer to your switching system's operating instructions for information about the displayed status.
Monitor (MON)	3-digit field that shows which monitor is being controlled by the TOUCH TRACKER. This monitor is also referred to as the “called” monitor.
Camera (CAM)	4-digit field that shows which camera is currently being controlled by the TOUCH TRACKER. The information from the camera appears on the called monitor.
Entry Field	Displays the numbers entered by an operator from the TOUCH TRACKER numeric keypad. This field is limited to four digits.
Lock Status	1-character field that shows the state of the System Lock. “L” appears if the lock is enabled. If the lock is disabled, nothing appears in the field. The System Lock function limits the activities available to the operator of the TOUCH TRACKER.

System Lock Feature

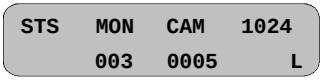
The system lock feature prevents unauthorized use of the TOUCH TRACKER advanced features. When “L” appears in the lower right corner of the LCD, operators cannot access certain system features. The features that cannot be accessed are: **Shot Set**, **Mon Arm On**, **Mon Arm Off**, **Prog**, **Display**, and the dual function menu programming keys, such as **PG DN** and **Enter**.

Enabling and Disabling the System Lock

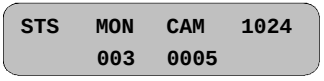
The system lock feature is enabled or disabled by entering the password. For more information about the password, refer to "Working with Passwords" in this chapter.

1. Use the numeric keypad to type the password.
2. Press **Lock** button.

   If the lock has been enabled, “L” appears in the lower right corner of the LCD.

   If the lock has been disabled, nothing appears in the lower right corner of the LCD.

3. Repeat steps 1 and 2 to toggle the system lock.

Working with Passwords

Passwords allow you to limit access to advanced features of the TOUCH TRACKER, such as arming or disarming monitors and the dual function menu programming keys (such as, PG DN, PG UP). Passwords can be 1 to 4 digits in length. There are two types of passwords available on the system: permanent and user defined.

The *permanent password* is set at the factory and cannot be changed or removed. Its value is **1963**.

The *user defined password* is set using **Pswd** button. It also provides access to the advanced features of the TOUCH TRACKER. You can change or disable this password using the set password feature.

Note Anyone who knows the permanent password will be able to gain access to the advanced features of the TOUCH TRACKER. The permanent password can override a system lock that has been set using the user defined password. Be aware of this capability before passing out the permanent password to multiple users.

Setting or Changing a Password

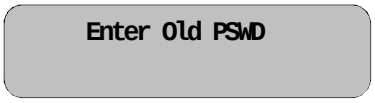
The following instructions imply that the permanent password can be changed by using these steps. The permanent password cannot be changed or removed.

When setting a user defined password for the first time, you must first enter the permanent password.

To set or change a password, do the following:

1. Press the **Pswd** button.

   The following message appears on the LCD:

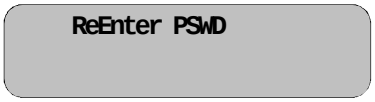
   

2. Use the number buttons to enter the permanent or the current user defined password, then press **Pswd**.

   The following message appears on the LCD:

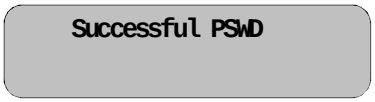
3. Use the number buttons to enter the new password. Press **Pswd** when finished.

   The following message appears on LCD:

4. Enter the new password again. Press **Pswd** when finished.

   If the password successfully changed, you will see the following message:

   If the password was not changed successfully, the TOUCH TRACKER will beep, and the LCD refreshes and displays the status fields. If this happens, return to step 1 and repeat the process.

5. Press **LCD Clear** to refresh the LCD.

CHAPTER 3

Everyday Tasks

This chapter describes everyday tasks that all users can perform on the TOUCH TRACKER. It also explains how to zoom, focus and operate the iris of a camera with the TOUCH TRACKER. In addition, it explains procedures for acknowledging alarms and controlling auxiliaries, such as lights or door locks.

In This Chapter

- Selecting Monitors
- Controlling Cameras
- Working with Shots
- Running Monitor Tours
- Acknowledging Alarms
- Auxiliary Control
- Viewing Satellite Sites
- Setting Up Users

Selecting Monitors

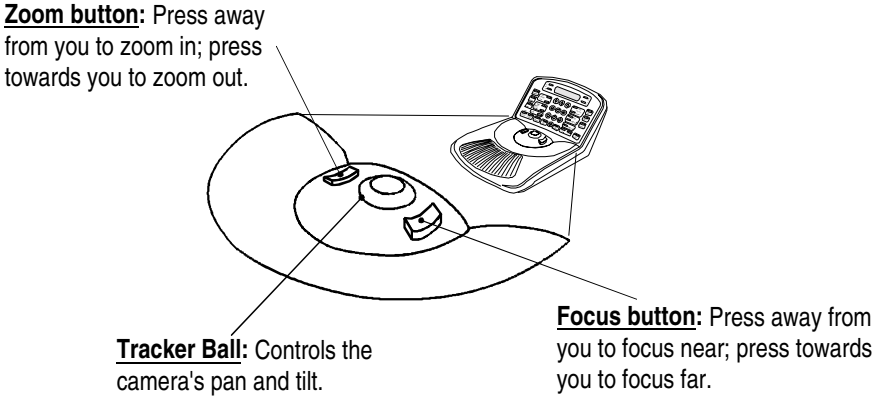
Monitors display the video from the cameras installed around your facility. Each monitor has an identification number associated with it. To select a monitor, use the number buttons to enter the monitor number, and then press **Mon**. Once a monitor has been called by the TOUCH TRACKER, you will see its identification number in the MON field of the LCD. This monitor is referred to as the *called monitor*.

The number of monitors available to display video input is determined by your system configuration. Refer to the appropriate operating instructions to determine the number of supported monitors.

Controlling Cameras

Each camera installed at your facility has a unique identification number. To control a camera, you must first select the camera with your TOUCH TRACKER. Then you can control the zoom, focus, iris, pan and tilt of the selected camera.

The following illustration identifies the camera controls:


Zoom button: Press away from you to zoom in; press towards you to zoom out.
Tracker Ball: Controls the camera's pan and tilt.
Focus button: Press away from you to focus near; press towards you to focus far.

The number of cameras that can be controlled by the TOUCH TRACKER depends upon the system configuration. Refer to the system operating instructions for additional information about the number of cameras your system can support.

Selecting a Camera

Each camera has a unique number associated with it. To select a camera, use the number buttons to enter the camera number, then press **Cam**. The video from the camera appears on the called monitor, and the camera number appears in the bottom left corner of the monitor. Once a camera has been called by the TOUCH TRACKER, you will also see its number displayed in the CAM field of the LCD.

Controlling a Camera's Pan and Tilt

Once you have selected a camera, you can manually control the movement of that camera. *Pan* is the side-to-side movement of the camera; *tilt* is the up and down movement of the camera.

The Tracker Ball controls the panning and tilting of cameras connected to the system. When the Tracker Ball moves to the right, the camera pans to the right; when the Tracker Ball moves to the left, the camera pans to the left. By moving the Tracker Ball up or down, the camera will tilt to the appropriate angle.

For cameras that support the variable speed features of the TOUCH TRACKER, how fast or slowly the camera moves is proportional to how far you move the Tracker Ball from its center position. If you move the Tracker Ball slightly to the right, the camera will pan slowly to the right. As you move the Tracker Ball farther to the right, the camera's panning speed will increase until it reaches its maximum speed. The camera continues to move until the Tracker Ball is in the center position.

You can simultaneously pan and tilt the camera for diagonal movement. For example, move the Tracker Ball diagonally up and to the right; this moves the camera up and to the right.

Controlling Zoom and Focus

Once you have selected a camera, you can control its zoom and focus settings.

Zooming In and Out

Zoom refers to the apparent action of "moving" closer to or farther away from an object, as seen through the camera lens. The **Zoom** button is located to the left of the Tracker Ball. By pressing the Zoom button forward, the image from the camera appears to move closer to the object. By pressing the Zoom button back, the image from the camera appears to move away from the object. If you quickly press and release the Zoom button, there will be only a slight visible change on the monitor. The longer you press the Zoom button, the more noticeable will be the response.

Focusing the Camera

Focus refers to the action of adjusting the clarity of the display on the monitor. The **Focus** button is located on the right side of the Tracker Ball. To focus the camera on a distant object, press the Focus button forward (if the object is farther away than the current focus setting). To focus the camera on a nearer object, press the Focus button back (if the object is closer than the current focus setting). You will see the picture on the monitor become either sharper or fuzzier. Like the Zoom button, the Focus button reacts based on how long you press the button; the longer you press the Focus button, the more noticeable the response.

Controlling the Iris

Normally, the brightness of the picture is controlled by the camera's auto gain function and the auto/manual iris function. However, there may be times when you would like to see the picture on the monitor to appear darker or lighter. There are buttons on the keypad that enable you to control the camera's iris, which is the device that regulates the brightness or darkness of the picture.

To brighten the picture, press the **Iris Open** button. To darken the picture, press the **Iris Close** button.

Stepping Through the Cameras

Some systems may allow you to manually step through all of the cameras installed at your facility by pressing the **Last** and **Next** buttons. Refer to the appropriate operating instructions to determine if this feature is available on your system.

Working with Shots

A *shot* is a memorized location or scene that a camera with motorized pan/tilt can display on demand. Depending upon your system, you can have multiple pre-defined shots. Refer to the system operating instructions for additional information.

The **Shot Set** button saves the preset scene; the **Shot Call** button displays the preset scene.

Setting Up Shots

Note The Shot Set button is under system lock protection. Refer to the "System Lock Feature" in Chapter 2 for information about disabling the system lock.

You can overwrite an existing shot without warning using the following procedure. Use caution to ensure that you do not overwrite a shot that you want to keep.

To set up a shot, do the following:

1. Use the number buttons to select the camera for which you are setting up the shot, then press **Cam**.
2. Using the Tracker Ball, Zoom, Focus, and Iris controls, adjust the camera until you have the scene that you want to save.

3. Use the number buttons to assign a number to this shot, then press **Shot Set**.

You can now display this shot using the **Shot Call** button.

Viewing Preset Shots

The **Shot Call** button on the keypad allows you to call up the preset shots that have been defined for cameras.

The following procedure describes how to display a preset shot.

1. Use the number buttons to enter the number of the camera whose shot you want to display. Then press the **Cam** button.
2. Use the number buttons to enter the number of the shot you want to display, then press the **Shot Call** button.

The camera will immediately point to the preset shot, then zoom and focus automatically.

Running Monitor Tours

A *monitor tour* is a selected sequence of camera video inputs, with selected dwell times, to be displayed on the called monitor. The **Prog** button is used to define the monitor tour. The **Run** button is used to initiate the monitor tour. The **Prog** button is under system lock protection; the **Run** button can be accessed by all users.

Depending on the system setup and monitor tour selected, the monitor either continuously displays a series of video inputs or displays a sequence and holds on a selected camera input. To pause the monitor tour, press the **Hold** button. This will allow you to use the **Next** and **Last** buttons to manually step through the series of cameras in the sequence.

Because the TOUCH TRACKER works with all current models of American Dynamics switches, you should refer to the system operating instructions for more information about setting up and running monitor tours.

Bypassing Camera Input

If you want skip a specified camera's input from a monitor tour, use the **B-PAS** button when the monitor tour is in a Hold pattern. Refer to the appropriate operating instructions for additional information.

Universal (System) Tours

Another type of tour that your system may support is the *Universal Tour*. A universal tour is a programmed sequence of cameras with assigned dwell times, presets, auxiliaries, and connect next designations. This is also known as the *System Tour*. For more information about the universal tour, refer to the appropriate operating instructions.

To run a universal tour, do the following:

1. Use the number buttons to enter the tour number, then press **Run**.
2. Press **Ack**.

Once the universal tour is running, the **Next**, **Last**, **Hold**, and **B-PAS** buttons operate in the same manner as with the monitor tour.

Running Salvos

A *salvo* displays a pre-defined group (salvo) of camera inputs to a group of contiguous monitors, beginning with the presently controlled monitor. The **Salvo** button is used to initiate the display of the cameras input. Because the TOUCH TRACKER works with all current models of American Dynamics switches, you should refer to the system operating instructions for more information about setting up and running salvos.

Acknowledging Alarms

Your system can be configured to handle multiple alarms. Each alarm can be configured to automatically call up video and initiate an auxiliary, such as an audible alarm. In addition, whenever an alarm is triggered, the TOUCH

TRACKER beeps, signaling an active alarm. The TOUCH TRACKER beeps intermittently until the alarm is cleared.

To acknowledge an active alarm, press the **Ack** button. Continue to press the **Ack** button until all active alarms have been cleared. Once all active alarms have been acknowledged, the TOUCH TRACKER will stop beeping.

Refer to the appropriate operating instructions to determine the number of alarms your system can handle, as well as to determine how many alarms can be active at one time.

If a monitor is armed for alarm display, the **Run**, **Hold**, **B-PAS**, **Next**, and **Last** buttons are used to control the alarm sequence. Press **Run** to start the Alarm Tour of the inputs in an abnormal state. Press **Hold** to pause the Alarm Tour. Press **Next** to step forwards through an Alarm Tour that is on hold; press **Last** to step backwards through an Alarm Tour that is on hold. Press **B-PAS** to remove a camera from the active Alarm Tour.

For additional information about Alarm Tours, refer to the appropriate operating instructions.

Auxiliary Control

An *auxiliary* is a device, such as a light, audible alarm, or door lock, that can be controlled using the TOUCH TRACKER. Auxiliaries can also be initiated automatically in response to an alarm when they have been configured to do so. The Auxiliary On and Auxiliary Off buttons are used to control the operation of both momentary and latched auxiliaries.

A *momentary auxiliary* remains active as long as its control button is pressed. An example of a momentary auxiliary is a door that remains unlocked as long as the **Auxiliary On** button is pressed. When the button is released, the door returns to its locked state.

A *latched auxiliary* remains active until it is deactivated using the appropriate off switch. An example of latched auxiliary is a light. When the **Auxiliary On** button is pressed, the light is turned on. When the **Auxiliary Off** button is pressed, the light is turned off.

To activate an auxiliary, do the following:

1. Press the number buttons for the auxiliary you want to activate.
2. Press **Auxiliary On**.

If this is a momentary auxiliary, you must press **Auxiliary On** as long as you want the auxiliary activated.

If this is a latched auxiliary, you must deactivate the auxiliary using the following steps:

1. Press the number buttons for the auxiliary you want to deactivate.
2. Press **Auxiliary Off**.

Viewing Satellite Sites

A *site* is a complete closed caption television (CCTV) surveillance system, providing both local and remote control of resources within a satellite network. If your facility supports satellite site switching capabilities, the **Site** button accesses the satellite sites.

Because the TOUCH TRACKER works with all current models of American Dynamics switches, you should refer to the appropriate operating instructions for more information about using the Site feature.

Setting Up Users

Users are people authorized to operate the TOUCH TRACKER. Users can be classified by their levels of privilege on the system. Some users may have access to only the basic system functions, such as selecting cameras and monitors. Other users may have access to the more advanced features of the system, such as arming and disarming monitors. Once users have been set up, the **User** button allows authorized personnel to log in to the system.

Because the TOUCH TRACKER works with all current models of American Dynamics switches, you should refer to the appropriate operating instructions for more information about setting up users.

CHAPTER 4

Utilities and Advanced User Tasks

This chapter describes tasks that should only be performed by advanced users of the TOUCH TRACKER. These tasks include setting the language, arming and disarming monitors, displaying the main menu of the switching system, calibrating the TOUCH TRACKER, and displaying the firmware version. Many of these tasks are under system lock protection.

In This Chapter

- Selecting the Language
- Arming / Disarming Monitors
- Displaying the Switching System Main Menu
- Calibrating the Tracker Ball
- Displaying the Tracker Ball Calibration Values
- Displaying the Firmware Version
- Setting the Baud Rate

Selecting the Language

The LCD information on your TOUCH TRACKER can be displayed in a number of languages, including:

- English
- German
- French
- Portuguese
- Spanish
- Italian

To change the language that appears on the LCD, do the following:

1. Use the number buttons to type **35**, then press **Calibrate**.
2. Use the **Next** button to scroll through the language choices.
3. Press **Ack (Enter)** when the correct language choice appears on the LCD.

The TOUCH TRACKER will reset, and messages on the LCD will appear in the selected language.

Arming / Disarming Monitors

NOTE This function can only be performed with the system lock disabled. To disable the system lock, refer to Chapter 2 “Getting Started.”

When a monitor is armed, the camera video associated with an alarm for that monitor appears when an alarm has been triggered. To arm the monitor, do the following:

1. Enter the number of the monitor, then press the **Mon** button.
2. Enter the display/clearance type, then press the **Mon Arm On** button.

When a monitor is disarmed, the camera video from alarms is not displayed when an alarm has been triggered. To disarm the monitor, do the following:

1. Enter the number of the monitor, then press the **Mon** button.
2. Enter the display/clearance type, then press the **Mon Arm Off** button.

For specific information about arming and disarming monitors, refer to the appropriate operating instructions for your system.

Once a monitor is armed for alarm display, the **Run**, **Hold**, **B-PAS**, **Next**, and **Last** buttons are used to control the Alarm Tour. Press **Run** to start the Alarm Tour of the inputs in an abnormal state. Press **Hold** to pause the Alarm Tour. Press **Next** to step forwards through an Alarm Tour that is on hold; press **Last** to step backwards through an Alarm Tour that is on hold. Press **B-PAS** to remove a camera from the active Alarm Tour.

For additional information about Alarm Tours, refer to the appropriate operating instructions.

Displaying the Switching System Main Menu

NOTE This function can only be performed with the system lock disabled. To disable the system lock, refer to Chapter 2 “Getting Started.”

The **Display** button allows you to view the main menu of the attached switching system. When the main menu for the switching system has been displayed, the functions associated with the dual function buttons are enabled. These functions are: PG DN, PG UP, Exit, Enter, Cursor Left (←), Cursor Right (→), Cursor Up (↑), and Cursor Down (↓).

For information about the what tasks you can do from the main menu, refer to the appropriate system's operating instructions. When you complete using the main menu, press **Display**. The dual function buttons will return to their normal operation.

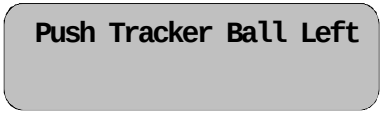
Calibrating the Tracker Ball

Calibration “tunes” the Tracker Ball sensors for maximum range of motion and balance. This function is performed at the factory prior to shipping. However, if you need to calibrate the Tracker Ball, the following procedure describes how to do this.

To calibrate the Tracker Ball, do the following:

1. Press the **Calibrate** button.

   The following message appears on the display:

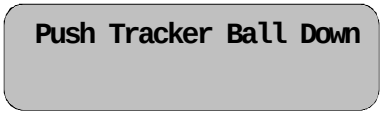
   

2. Push the Tracker Ball to the left.

   The following message appears on the display:

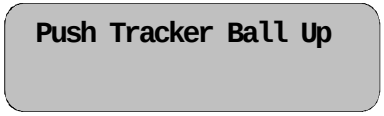
3. Push the Tracker Ball to the right.

   The following message appears on the display.

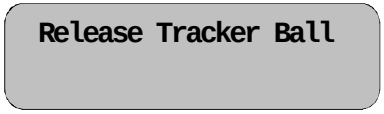
4. Push the Tracker Ball towards you.

The following message appears on the display:



5. Push the Tracker Ball away from you.

   The following message appears on the display:



6. Release the Tracker Ball.

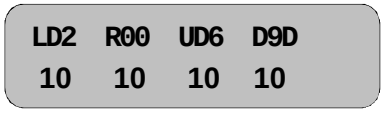
Tracker Ball calibration is complete.

Displaying Calibration Values

To display the Tracker Ball calibration values, do the following:

1. Use the number buttons to type **34**, then press **Calibrate**.

   Information similar to the following will appear on the LCD:



2. Press **LCD Clear** to refresh the LCD.

Displaying the Firmware Version

Firmware is the computer instructions programmed into the TOUCH TRACKER. It is unlikely that you will ever need to know the firmware version of your TOUCH TRACKER. However, if you should experience a problem with your TOUCH TRACKER, you may need to provide information about the firmware version.

To display the firmware version of the TOUCH TRACKER, do the following:

1. Use the number buttons to type **100**; then press **F1**.

   Firmware information will appear on the LCD.

   ```
   F 0701-2940-0100
   E 0701-2941-0100
   ```

   Information appearing after the "F" is the Flash version.

   Information appearing after the "E" is the EEPROM version.

2. Press **LCD Clear** to refresh the LCD display.

Setting the Baud Rate

The TOUCH TRACKER supports four baud rates: 1200, 2400, 4800, and 9600 baud. The default setting for the baud rate is 1200.

NOTE If you set the baud rate incorrectly, the TOUCH TRACKER will not operate. Be sure that you set the baud rate to the correct value.

Use the following procedure to set or change the baud rate.

1. Use the number buttons to type the baud rate (1200, 2400, 4800 or 9600).
2. Press **F1** (located to left of the LCD).

No prompts appear on the screen to inform you that the baud rate has been changed.

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Glossary

alarm

The system's response when a camera input changes from its normal state to its abnormal state (if the system has been configured to respond to such a condition). When an alarm is triggered, the TOUCH TRACKER beeps until you acknowledge the alarm via the **Ack** button.

automatic system function

A system operation that, once you program it, can be initiated automatically via the TOUCH TRACKER. Shots, monitor tours, and alarms are examples of automatic system functions

auxiliary

Devices such as lights, audible alarms, door locks, that can be controlled via the TOUCH TRACKER. Auxiliaries can also be initiated automatically in response to an alarm when they have been configured to do so. *See also latched auxiliary and momentary auxiliary.*

calibrate

To check or adjust the graduations of the Tracker Ball. Do this if the Tracker Ball is not responding as expected when you move it.

Called Monitor

The monitor that displays the video that is being controlled by the TOUCH TRACKER.

camera command

A directive issued to the camera via the TOUCH TRACKER—a pan, tilt, zoom, focus, or iris command.

camera control mode

The condition of the TOUCH TRACKER when an operator is manually selecting or controlling cameras, selecting a monitor, displaying shots, and running a monitor tour.

dwell time

The amount of time that an event within the monitor tour will remain on the monitor before it is replaced by another event.

fixed shot

The view of whatever a camera happens to be “looking at” when it is called up on the monitor.

focus

The process of adjusting the clarity of a scene or an object, as seen through a camera

input

A device such as a smoke detector or twilight sensor that, when configured to do so, can trigger an alarm when it undergoes a change in state.

iris

The camera component that determines how much light enters the camera. By adjusting the iris, you can adjust the brightness and darkness of the video on the monitor.

keypad

The portion of the TOUCH TRACKER containing the buttons that enable you to call up an individual camera, control a camera's iris, display shots, run Monitor Tours, and arm or disarm monitors.

LCD

Liquid Crystal Display. The portion of the TOUCH TRACKER that enables you to view which the status of the connected switch, the monitor and camera currently being controlled, the numbers entered from the keypad, and the state of the system lock feature. In addition, the LCD displays system prompts when setting the password or when calibrating the Tracker Ball.

latched auxiliary

An auxiliary that remains active until it is deactivated using the appropriate off switch. An example of latched auxiliary is a light. When the **Auxiliary On** button is pressed, the light is turned on. When the **Auxiliary Off** button is pressed, the light is turned off. *See also auxiliary and momentary auxiliary.*

momentary auxiliary

An auxiliary that is active as long as its control button is pressed. An example of a momentary auxiliary is a door that remains unlocked as long as the **Auxiliary On** button is pressed. When the button is released, the door returns to its locked state. *See also auxiliary and latched auxiliary.*

monitor

The screen where camera video is displayed.

monitor tour

A collection of video inputs with specified dwell times that are displayed one after the other on the called monitor. It provides a broad surveillance of a facility.

pan

Side to side camera movement.

permanent password

The password that is preset at the factory. It is used to enable or disable the system lock. This password cannot be changed or removed from the TOUCH TRACKER by using the **Pswd** button. The permanent password can be used to override the user defined password. *See also system lock and user defined password.*

programmable camera

A camera that can be programmed to perform automatic functions.

salvo

A group of pre-defined camera inputs displayed on a group of contiguous monitors, beginning with the currently controlled monitor.

shot

A preset view from a camera that can be automatically and instantaneously displayed on a monitor, regardless of where that camera is currently pointing.

system lock

A feature of the TOUCH TRACKER that prevents unauthorized use of certain functions of the system. When the system lock is enabled, “L” appears in the lower right corner of the LCD. The system lock is enabled or disabled by using the permanent or user defined password. *See also permanent password and user defined password.*

tilt

Up and down camera movement.

toggle

To alternate the current state of the system lock feature.

TOUCH TRACKER

The video control station that provides you with easy access to various video control features. It is functionally equivalent to the AD2078 system keyboard.

Tracker Ball

The portion of the TOUCH TRACKER that enables you to pan and tilt the camera and scroll through the selections on the menu.

universal (system) tour

A programmed sequence of cameras with assigned dwell times, presets, auxiliaries, and connect next designations.

user defined password

The password that is set or changed using the **Pswd** button on the TOUCH TRACKER. It is used to enable or disable the system lock. The user defined password can be used to override the permanent password. *See also permanent password and system lock.*

utility

A menu selection that either assists you in self-help system diagnostics, or provides you with a convenience feature for system operation. The utilities are accessed via special keystrokes.

zoom

The apparent action of “moving” closer to or away from an object, as seen through the camera lens.

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